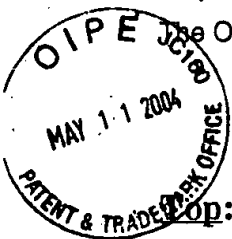


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See also:

Information about various ways to communicate via text messages on the the internet.

Internet_Relay_Chat

Information about Internet Relay Chat, IRC clients, Server Networks, and standards.

[\[more information\]](#)**Instant_Messaging**

IM networks and clients.

[\[more information\]](#)**Web_Forums**

Information about web forums and forum software.

[\[more information\]](#)**Overview**

Chat on the Internet occurs in many different ways. There are three main variations of Internet Chat.

1. Chat Rooms / Internet Relay Chat
People are allowed to join a room or channel, and messages are broadcast to all people listening in that specific room.
2. Instant Messaging
People maintain lists of known associates, and send individual messages.
3. Web Forums
Web forums are much like chat rooms and Internet Relay Chat, but the conversations do not occur in real time.



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IRC Networks and Server Lists

By PhyberBX, Apatrix, and Jolo

original version at <http://www.irchelp.org/irchelp/networks/>, please do not mirror or distribute.

This site highlights just some of the over 800 independent IRC networks out there, each with its own channels and people. We do not seek to be comprehensive, that would be overwhelming for us to maintain and for you to read through. Instead, we hope to give people some suggestions to start, as well as to equip them with the knowledge of how to find other places on their own.

The IRC Prelude

New to IRC? Confused about clients, servers, and networks? See this short introduction to IRC. If you already know the name of the network and you're just looking for servers within that network, see our comprehensive list of servers such as for [EFnet](#), [Undernet](#), [IRCnet](#), [DALnet](#), and several dozen [others](#). If you're having trouble connecting esp. to EFnet, see our [IRC Connection Problems Guide](#).

IRC Networks

Browsing for a new network to explore? Want to compare the policies or characteristics of different networks? Look over our list of IRC networks, organized into the following 5 groups:

- [Popular nets](#). At over 10,000 users each, these nets account for a majority of IRC users (about 2/3). Tend to be plagued by lag, splits, spam and general stupidity, but for most people, nets like these are 'the place to be' for finding people, illegal files, etc.
- [General nets](#): This is the broadest category, selected from hundreds of general chat networks with hundreds to thousands of people. Compared to the popular nets above, nets like these can be just as fun but a lot less frustrating.
- [Subject nets](#): Some groups of people have set up their own networks, dedicated to their cause, subject of interest or serving a particular social group. Many of these subjects are covered by channels on the popular nets, but these nets offer a calm, dedicated alternative.
- [Local nets](#): These nets allow local server connections, especially useful in areas with bad network connectivity, offer an environment where the local language is predominant in the case of non-English speaking countries and, of course, will be a place for discussing topics of local interest.

Connection Problems?

Having trouble connecting to a specific network? The [IRC Connection Problems Guide](#) covers the most common problems, with emphasis on EFnet. The [DALnet Refugee Guide](#) is designed to answer FAQs from DALnet users moving to other networks. If you're just looking for the network's home page or server list, the following multi-network sites might help too.

Multi-network IRC server/channel lists

There are now 2 main sites, [Netsplit.de](#) and [SearchIRC.com](#), that provide multi-network statistics (numbers of users, channels, and servers), server lists, and channel lists. You can compare different networks by those statistics, or search for channels by keyword across all networks.

These sites break down the traditional barriers between networks and let you find what you're looking for quickly and easily.

Server Maps

Depictions of the geographic locations of servers and how they are linked up to form various IRC networks.

- [Graphical map of EFnet server links](#)
- [Text map of EFnet server links](#)
- IRCnet server maps for [Europe](#) and [N. America](#)

Add your network

Application instructions for ops/admins to add their network to these lists. Updates for existing entries are also welcome.

Miscellaneous

Some other networks-related pages:

- [DALnet Troubleshooting Guide](#) - the latest news on DALnet's woes.
- [DALnet Refugee Guide](#) - moving from DALnet to another net? This short guide covers the key differences you'll need to know.
- [Why don't you support registration for channel/nicks?](#) - a detailed explanation of why we're not all DALnet.
- [Is EFnet dying?](#) - a little rant about the rumored demise of EFnet

Note: Feel free to link to any of these pages, but no part of these documents may be mirrored or distributed in any form, either partly or in whole. Comments and critiques are based on our personal views and are not necessarily shared or condoned by the maintainers and owners of this site.

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To use mIRC you have to connect to an **IRC Network**. The IRC networks consist of groups of servers in close contact with each other. Hundreds of such worldwide networks exist. The servers in a network maintain the contact between you and all other users. If you want to enjoy your IRC sessions it is important to find servers that work (fast) for you (ie. that are nearby to you) on networks with the atmosphere you like.

mIRC comes with a rather complete list of servers but you can always download an updated version of the servers.ini file.

Simply save the servers.ini file to the mIRC directory on your harddisk (c:\program files\mirc\ or similar) and enjoy this refresh!! The new IRC networks and servers will immediately be available to you from within mIRC.

Send all updates, remarks and questions regarding this list to servers@mirc.com

IRC Networks.

To give you an idea of the vast amount of IRC networks available we gathered together some short introductions to the most important IRC networks available. Of all of these large networks the most important servers are included in mIRC's distribution files. We'd like to point to the [irc://Links](#) provided in these lists; click on a "irc://Link" and mIRC will be launched by your browser and connect to the selected network!

[irc://QuakeNet](#) - QuakeNet is the place to be for everybody who likes a little fragging, or more ;-) With its huge amount of users you'll surely find people available for a game of Quake, or other games.

QuakeNet website <http://www.quakenet.org/>

QuakeNet servers <http://www.quakenet.org/servers/>

QuakeNet statistics <http://mrtg.quakenet.org/>

[irc://EFnet](#) - Eris Free net was the largest IRC network for years and years, with over 100K online users on an average day. Because of its massive size EFnet was having lots of problems with lag, netsplits, op hacking and various other things but recent server improvements solved most of these problems.

EFnet website <http://www.efnet.org/>

EFnet Servers

<http://www.irchelp.org/irchelp/networks/servers/efnet.html>

EFnet Servers <http://www.efnet.org/?module=servers>

EFnet Map <http://www.efnet.org/?module=map>

[irc://Undernet](#) - Undernet is a good alternative to EFnet. It provides a

friendly and stable IRC network. The Undernet is growing in size very rapidly due to the continuous improvements to the servers and the information and help provided to its users. Currently it holds about 100K users.

Undernet website <http://www.undernet.org/>

Undernet servers <http://www.undernet.org/servers.php>

irc://IRCnet - IRCnet is an IRC network that split of the large EFnet some years ago. At first it mainly consisted of European servers but overseas servers have joined to make a world-wide network with about 100K users.

IRCnet website <http://www.ircnet.com/>

More IRCnet servers <http://www.ludd.luth.se/irc/servers.html>

More IRCnet servers

<http://www.irchelp.org/irchelp/networks/servers/ircnet.html>

irc://DALnet - DALnet was created by The EFnet's #startrek users as a quiet place where they could run their channel without having to deal with takeovers and netsplits. But the people who run DALnet stress that its not just for trekkers anymore. With about 30K users DALnet is now one of the largest and most active IRC networks available. It is well organized and one of the five most famous IRC networks.

DALnet website <http://www.dal.net/>

DALnet servers <http://www.dal.net/servers/index.html>

irc://Newnet - NewNet once a small network of servers forced of EFnet, now a respectable and well maintained IRC network with 50+ servers linked. Its amount of users is still small but that might be just what you're looking for?

Newnet website <http://www.newnet.net/>

irc://Brasirc e **irc://Brasnet** são as maiores redes de IRC do Brasil. Elas são dedicadas aos usuários de IRC users de todo o Brasil e a todas as pessoas que falem português.

Brasirc website

BrasNet website <http://www.brasnet.org/>

irc://Galaxynet - Galaxynet firmly established itself as one of the more popular networks. Apart from IRCnet, it serves more countries with local servers than any other.

irc://IRC-Hispano - IRC-Hispano es la mayor red de IRC de habla hispana del mundo, con más de 750.000 usuarios diarios y llegando a picos que superan facilmente los 44.500 usuarios simultáneos. iRC-Hispano ofrece un amplio surtido de servicios para usuarios y empresas con o sin experiencia. Os invitamos a explorar esta web y ver todo lo que iRC-Hispano tiene que ofreceros.

IRC-Hispano website <http://www.irc-hispano.org/>

irc://StarLink - Starlink is dedicated to provide an IRC experience that is friendly, comfortable, and pleasant for all who visit.

irc://Austnet - Austnet is a very well organised net of Australian origine.

irc://Webnet - WebNet, formerly entirely run on Windows servers, developed into a very decent alternative to the major networks. The network still is a Showcase for the Conferenceroom server software.

More Networks.

The list above is far from complete. There are lots and lots of IRC Networks and most of them have servers on all continents. Most networks have Web pages providing more information and up-to-date server lists. Have fun browsing around!

Netsplit provides a top 300+ of IRC networks.
See IRC Server statistics at <http://rldf.eu.org/irc/mrtg/>.

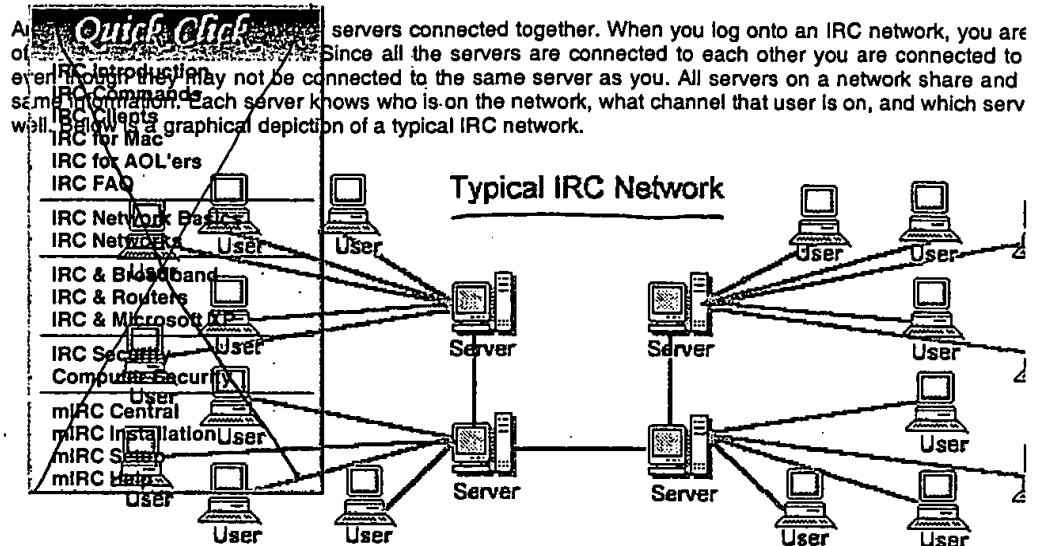
KidLink for kids <http://www.kidlink.org/rti/irc/>,
KidsWorld for kids <http://www.kidsworld.org/>,
ScoutLink for scouts <http://www.scoutlink.org/>,
QuakeNET for quakers <http://www.quakenet.eu.org/>,
Enter the Game for gamers <http://www.enterthegame.com/>,
Gamesnet for gamers <http://www.gamesnet.net/>.

More Networks <http://www.irchelp.org/irchelp/networks/>.



NewIRCusers.com presents
Chatting on the Net

Your information source for Internet Relay Chat, Webchat, and Instant Messenger C

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IRC Networks vary in size. Smaller ones may have as few as 2 servers and less than 100 users. Others, like EFnet, have over 100 servers and more than 20,000 users!

There are many IRC networks. Each network is a separate entity unto itself. One network DOES NOT share common servers. The networks DO NOT share common servers. You CANNOT talk to a user that is not on the same network. The networks DO NOT share common servers. You CANNOT talk to a user that is not on the same network. If your friend is on the #newbies channel on EFnet, and you are on the #newbies channel on DALnet, you cannot talk to him because he is on a DIFFERENT network. Channels with the same names on the different networks are separate channels, even though they have the same name. So, if you want to meet a friend on a particular channel, you must be on the same Network.

So, What's a Netsplit?

A netsplit is a disconnection of one server from another. They occur for various reasons, such as server problems, network link between servers. Due to the structure of the typical network, when one server becomes disconnected from another server, that server, and everything connected to it, will become isolated from the other servers connected to them. Look at the typical network structure shown above. If one server delinks from another, the network is split into 2 or more separate networks. One side of the split does not know what is happening on the other side.

So what happens when a netsplit occurs? How do you know and what do you see when it does? Let's say you are in the #newbies channel with several other users. Let's say half the users are on one server and the other half are on another server. A netsplit occurs and the two servers are no longer connected. What you will see is the users appearing to have quit and logged off the network. Instead of the normal quit message, you will see something like:

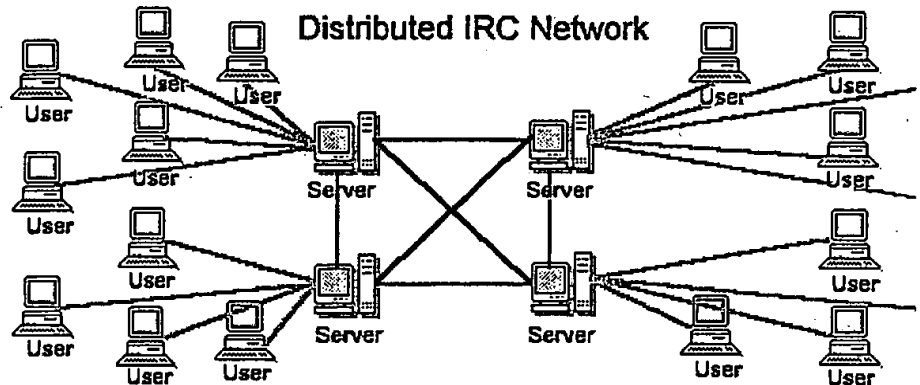
*** Buster has quit IRC (irc.eskimo.com newnet.iglou.com)

The message in parentheses will show a couple of server names, which are the servers that have split. The other server will see the same thing, except it will appear to THEM that YOU and all the other users on your server and logged off the network. In actuality, no one has quit IRC. It's just that the channel has become "split" which can no longer see each other. The channel continues to exist on both sides of the split, but they are separate channels. Just like they were on 2 different networks. When the 2 servers reconnect, the channel is reconnected again. It will appear to the users on each side of the split as if the other users are joining the channel in a new fashion. There are a lot of other ramifications of netsplits associated with the rejoining of the two split servers, network resync, and possible nick collisions, but you'll learn more about that stuff as your IRC experience increases.

So, What Can I Do About Netsplits?

There is nothing you can personally do to prevent or fix a netsplit. It's a network problem and you just have to wait for the servers to rejoin. Of course, if you wanted to get back together with your friends on the other side of the split, you can quit the server you are on and log onto the server they are on. What you end up doing is joining the server on the other side of the split. Unless it's a really long split time, it's usually best to just wait a few minutes until the servers rejoin.

Existing IRC networks all use what is called a *Linear or Series* network structure. All the servers are connected in a single line, so if one server goes down, it splits the network into isolated parts. A potential method of dealing with netsplits is to structure the network differently. The proposed network structure is called a *Meshed or Distributed* network structure. In this structure, servers would have links to several other servers. If the link to one server were to be interrupted, it would still be able to reach that server through another server. The Internet itself is a Distributed Network. If one part of the World Wide Web goes down, an alternate link is there to maintain contact with the rest of the Net. Here is a graphic depicting a distributed network.



As you can see, all the servers are interconnected in a meshed fashion. Servers are interlinked in such a way that even if two links are broken to a server, there is another link back to that server through another server. If a server goes down, a netsplit will still occur. However, the entire network will not be affected. Why aren't IRC networks using this way now? I don't really know. Possibly the expense... after all, IRC is a voluntary thing. Server administrators and they dump a LOT of their own money and time into building, running and maintaining their servers.

Network Services

What Are They and What Can They Do for You?

Network Services are one of the best innovations on IRC. They usually consist of two basic services: Nickserv and Chanserv. Many networks also run Memoserv in conjunction with Nickserv. The services vary in form, in complexity from network to network, but their function is still the same. They are run by the various Network servers, and usually run unobtrusively in the background. You don't have to use the services, but they can make IRC safer and relatively hassle free. Dainet was the first major network to run full blown services. Undernet and EFnet doesn't run any services. Most of the smaller IRC Networks have some form of Network services, which are very attractive alternatives to the major IRC Networks. NOTE: When you register a channel or nickname only on that specific network, NOT on any other network.

Chanserv allows a user to Register a channel on IRC. Chanserv has virtually eliminated channel takeover. A channel is protected so that no one can takeover the channel. The channel owner (the person who registers the channel with Chanserv) can specify who gets ops by designating an ops list, set channel topic, modes, and ban list things. All this will be maintained and enforced by Chanserv unless the channel owner changes them. If the channel is not used for some extended time period ranging from 14 to 30 days, the registration will expire.

Nickserv allows a user to Register their IRC nickname. Once registered, no one else can use the nick. The user's logon address and is password protected. If someone logs on with your nick while you are not on line, the user will be warned that the registered nick and that they must change to another nick or be "killed" by Services. On Networks with Nickserv, a registered nick can send and receive memos to other registered users (sort of like IRC email). NOTE: If the registration will expire if the nick is not used for some extended time period ranging from 14 to 30 days.

To check for the presence of Chanserv after joining a Network, type in `/msg Chanserv help`. To check for Nickserv, type in `/msg Nickserv help`. This will work on most IRC Networks with Services. Detailed information will be provided by the Network server. Follow the instructions for further information. For more info on available Services on various Networks, Click Here.